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Title: Shadow Mist Ritual

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After several localized tests in a number of areas, it has been determined that the Entropic Field Generator (EFG) does in fact have the ability to extend its powers beyond its normal geographical locations if a suitably direct link can be forged to it through the empyrean. In and of itself, this is not particularly valuable. The distant affects are not nearly as potent or as corruptive as the effect of the field around Umbra itself. However, studies of the Dark Mist that once afflicted Cove in Felucca, once known as Dark Cove, give us insight into how we can use this phenomenon. The necromantic energies that pervaded the Dark Order lands following its defeat by the Northland Republic mixed with an ongoing defensive magick that the waning Order was unable to maintain. A last ditch and possibly spiteful necromantic ritual was enacted by someone within the Dark Order that merged the necromantic energies with the defense magick. The result is what we once knew as the Dark Mist.

From our studies of the Entropic Residue in the Void Islands, we have determined that the

entropic energies now present mirror that of the necromantic energies that were present in Dark Cove. We have the knowledge necessary to produce a very similar defensive field and it is but a matter of research to create a ritual to combine the two aspects together.

I am therefore beginning preparations for what I call the "Shadow Mist Ritual". The ritual will consist of two stages.

First, we will need to secure the Void Islands and place a series of defense/resistance wards upon the cave structure and activate them. As we are not attempting to actually protect the cave from damage, this part of the process does not need to be particularly precise.

The second stage involves degrading the current Eye and Occluding wards in a rather complex ritual to the point that they split and rend a hole into the empyream. We shall effectively be tearing a couple of small holes into reality in order to flood the caves with sufficient entropic energies.

Once these two preparations are complete, the final ritual shall be enacted. The merging of the defensive wards with the outpouring of muted entropy will create an extremely baleful and toxic mist that will effectively poison, mutate and degrade anything that passes through it that isn't properly warded. Even then, exposure will only be possible for a

short period of time. In doing this we shall be able to cut-off Sanctus from their ability to reconnoiter our lands, use the Void Islands for resources, as well as create a veil for which we can begin to collect our armies and allies for a final push against the hapless paladins.

There might yet be more we can do with this. The Shadow Mist project will turn the Void Islands into a shadowland, much as Umbra is. Perhaps it is possible to extend the affects beyond the islands to Sanctus itself? We shall have to begin study on this prospect as well.